

CLAIMS

1. A user device comprising:

- means for communicating via a network,
- means for booting,
- 5 - means for implementing, during said booting, a protocol for transmitting a multimedia content by a third-party device to said user device via said network,
- means for playing, during said booting, a multimedia content transmitted by said third-party device.

10 2. A user device as claimed in claim 1 comprising a memory for storing a multimedia content, wherein:

a) said protocol-implementing means comprise:

- means for transmitting a first request asking whether said third-party device has a multimedia content to download to said user device,
- 15 - means for receiving a response to said first request,
- means for sending a second request, depending at least on said response, said second request asking for the download of a multimedia content,
- means for receiving the downloaded multimedia content,
- means for storing the received content in said memory, and

20 b) said playing means are designed to play a multimedia content stored in said memory prior to said downloading.

3. A user device as claimed in claim 1 wherein:

a) said protocol-implementing means comprise:

- 25 - means for transmitting a request asking for the streaming of a multimedia content, and
- means for receiving a multimedia content streamed by said third-party device in response to said request, and

b) said playing means are designed to play the streamed multimedia content as it is received.

30 4. A user device as claimed in claim 3 comprising means for stopping playing when said booting is finished.

5. A method of playing a content on a user device having means for communicating via a network, said method comprising the steps of:

- booting said user device,
- implementing, during said booting, a protocol for transmitting a multimedia content by a third-party device to said user device via said network,
- playing, during said booting, a multimedia content transmitted by said third-party device.

6. A method as claimed in claim 5 of playing a multimedia content on a user device which comprises a memory for storing a multimedia content, wherein:

a) said protocol-implementing step comprises:

- transmitting a first request from said user device, said first request asking whether said third-party device has a multimedia content to download to said user device,
- transmitting a response to said user device, at least if said third-party device has a multimedia content to download,

- transmitting a second request from said user device depending at least on said response, said second request asking for the download of said multimedia content,
- downloading said multimedia content from said third-party device to said user device,
- storing the downloaded multimedia content in said memory, and

b) said playing step comprises playing a multimedia content stored in said memory prior to said downloading.

7. A method as claimed in claim 5 of playing a multimedia content on a user device, wherein:

a) said protocol-implementation step comprises:

- transmitting a request from said user device, said request asking for the streaming of a multimedia content,

- streaming a multimedia content from said third-party device to said user device in response to said request, and

b) said playing step comprises playing the streamed multimedia content on said user device as it is received.

8. A method of playing a multimedia content as claimed in claim 5, wherein said multimedia content is customized by said third-party.

9. A method of playing a multimedia content as claimed in claim 5, wherein said multimedia content is compressed.

10. A third-party device having means for communicating via a network and means for implementing a protocol for transmitting a multimedia content to a user device via said network, said protocol-implementing means comprising:

- means for receiving a first request sent by said user device, said first request asking whether said third-party device has a multimedia content to download to said user device,
- means for transmitting a response to said user device, at least if said third-party device has a multimedia content to download to said user device,
- means for receiving a second request sent by said user device, said second request asking for the download of a multimedia content,
- means for downloading a multimedia content to said user device upon reception of said second request.

11. A system comprising at least a user device, a third-party device and a network, wherein said user device and said third-party device comprise means for communicating via said network, and means for implementing a protocol for transmitting a multimedia content by said third-party device to said user device, said user device further comprising:

- means for booting,
- means for initiating implementation of said protocol during said booting, and
- means for playing, during said booting, a multimedia content transmitted by said third-party device.

12. A program comprising instructions for implementing a method as claimed in claim 5, when executed by a microprocessor of a user device.